



Engineering for Kids



Kids will build their natural curiosity of science, technology engineering and math (STEM) through hands-on learning in topics ranging from Civil Engineering to Game Design and Robotics. This program delivers a mix of artistic creativity, critical thinking, problem solving, collaboration and communication to help students develop a wide range of skills required to succeed in the 21st century. Each session is 4 weeks and will have a different theme.



Ages: 10-13

When: Wednesday nights at 6:30pm

Cost: \$60/4-week session (Visa, MC, check and money order accepted)**

****Please pre-register each month. If you cannot attend all 4 classes, we will pro-rate your fees based on the number of classes you can attend.**

How to Register: In person at BLRC or online (<https://rectrac.charleston-sc.gov>) Activity #471805

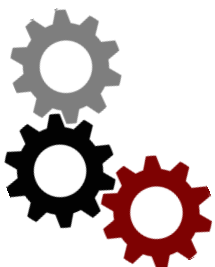
**Contact Morgan Conley for more information.
conleym@charleston-sc.gov**

January: Electronic Game Design—Racing Games

Prepare for some fast splashing fun as we use the Engineering Design Process to design and create our very own racing game to race our personally designed hydrocrafts! We will create a storyboard to identify and capture the rules of play and characters for our game, and then use Clickteam Fusion 2.5® to bring our storyboard to life with programming. At the end of the unit, everyone takes home a working Windows-compatible game (Clickteam Fusion 2.5® does not support Mac or Android operating systems).

February: Robotics 101

The curriculum for the Robotics 101 program is designed to introduce students to both robot building as well as programming. The students will build robots to accomplish a specific task while using their imagination to make their robot better than the basic robot. During the class students will discover the Engineering Design Process in a real world setting as they test their robots multiple times.



Bees Landing Recreation Center
1580 Ashley Gardens Blvd.
Charleston, SC 29414
(843) 402-4571

www.charleston-sc.gov/recreation

